

## ABSTRACT

*This study aims to determine the level of MOTIVATION STUDY OF ONLINE GAME PLAYERS IN INDONESIA. This research is expected to be an additional understanding of the level of motivation of online game players in Indonesia. Based on the results of the study, it is proven that the level of motivation of online game players in Indonesia is on the high category continuum line, for the future different researchers are expected to analyze the relationship between online game players in Indonesia and the benefits that can be taken by online game players in Indonesia.*

*Based on the results of the analysis and discussion that has been carried out related to a descriptive study, a descriptive study of the level of motivation of online game players in Indonesia. It is stated that the level of motivation of online game players in Indonesia is in the high category continuum line. Judging from the utility sub-variable as facilitation for online game players in Indonesia, it is included in the high category (77.5%). Judging from the Passing Time sub-variable, the level of benefits for online game players in Indonesia is included in the high category (72.5%). Judging from the Seeking Information sub-variable, the search for information on online game players in Indonesia is included in the high category (75.6%). Judging from the sub-variable Convenience of searching for information on online game players in Indonesia, it is included in the high category (82.1%). Judging from the sub-variable Entertainment as entertainment for online game players in Indonesia, it is included in the high category (79.1%).*